HYPNOTIC LIGHTS (Unfinished)
Cartridge Instructions
(For 1 player)

A puzzle game - move rows and columns of squares to line up matching colors.

OBJECT OF THE GAME

Object is to create 2x2 clocks by rotating rows or columns and stopping when four squares of the same color are together.

PRESS RESET BUTTON: Title will appear on TV screen.

SELECT SPEED
Press button 1,2, or 3 to select a SLOWER game speed. Press Direction Disc for fastest speed.

GAME CONTROLS

KEYPAD: Start the row or column moving
2: Move the column the cursor is on.
4: Move the row the cursor is on.
5: Stop the rotation
6: Move the row the cursor is on.
8: Move the column the cursor is on.

When the rotation is stopped (either by starting another rotation, stopping the rotation or running out of time), any 2x2 area of one color is transformed into an animated block.

The odd numbered games allow you to select the turn lenghts for each player. The even numbered games set the turn lenght to 60 seconds for each team.

Games 5-8 allow the player to move the blocks after they have been made.

DIRECTION DISC: Move the cursor which defines which row or column will be moved.

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